



10 & Under Baseball Machine Pitch Rules

No standings will be kept and no trophies will be awarded

- **New Age guideline. Age determining date: May 1, 2010** (players cannot turn 11 on or before May 1, 2010).
- 15 player roster maximum.
- Rosters must be turned in to Municipal Athletics by the first game.
- Home teams will be listed second on the schedule.
- No metal spikes (only plastic or rubber spikes may be worn).
- Helmets with ear flaps are mandatory for all batters, on-deck batters, base runners and players in the coach's box.
- Catcher's equipment: mask with throat protector and helmet, body protector and shin guards.
- Each team will supply a new ball for the game.
- Coaches must be certified.
- Unsportsmanlike conduct by players, coaches or parents will not be tolerated.

High School Rules will apply with the following exceptions:

Machine Pitch

1. Game will last 6 innings. Legal game will be 4 innings or 1 ½ hour time limit.
2. 15 run rule will apply after 3 ½ innings if the home team is ahead, or after 4 innings if the visiting team is ahead (losing team must bat 4 times).
3. Pitching distance - 46 feet. Base distance - 60 feet.
4. An inning will consist of 3 outs or 10 batters, whichever comes first. The coach must tell the opposing team when the 10th batter is up bat.
5. Each batter will receive a maximum of 5 pitches. The batter is out on the fifth pitch foul ball.
6. When the 10th batter gets a hit: Throwing the ball to the catcher at home plate ends the inning.
7. Roster batting will be used. Players must stay in the original line up in the book from the start of the game. All players will bat but only 10 will take the field (4 person outfield). Free substitution on defense.
8. Any batted ball which hits the machine will be replayed. Thrown balls hitting the machine are dead balls; runners will advance one base.
9. The coach of the fielding team will put the ball in the machine and act as the umpire. Coach will present the ball before each pitch.
10. Catcher will take his/her proper position.
11. There is no stealing.
12. There is no leading off until ball has crossed the plate or batter makes contact with the ball.
13. Mandatory courtesy runner for catcher after one out.
14. Infield fly rule is in effect.
15. No bunting.
16. Host site is responsible for setting up field (bases, drag and foul line).
17. Batter is automatically out on a dropped third strike.